

LIST OF OCTOBER 1, 2005
FORM FOR BOARD OF ASSESSMENT APPEALS
CITY OF DANBURY PROPERTY ASSESSMENT APPEAL

APPEAL TO THE BOARD OF ASSESSMENT APPEALS:

**THIS FORM MUST BE COMPLETED AND
RECEIVED BY FEBRUARY 21, 2006**

Property owner(s)_____

Name of the signer (if signer is different from owner)_____

Position of the signer (if signer is different from owner)_____

Property owner will be represented by: self____agent____

(If by agent, must complete authorization form on reverse side)

Name of Person and Address to which all notices and correspondence should be sent (list one address only):

Name_____Telephone No._____

Street_____

City, State, Zip Code_____

****FORM CANNOT BE ACCEPTED
WITHOUT THE MAILING
ADDRESS FILLED OUT AND
APPLICATION SIGNED**

Description of property being appealed: Real Estate____ Motor Vehicle____ P. Property____

Lot number and location:_____

Motor vehicle year, make and model:_____



REASON FOR APPEAL:_____

Appellant's estimate of the value of the property being appealed:_____

SIGNATURE OF OWNER OR AGENT (AGENT, IF AUTHORIZATION FORM COMPLETED ON BACK)_____

**PLEASE NOTE THAT THE ABOVE FORM MUST BE COMPLETED IN ITS ENTIRETY. PROPERTY OWNERS
OWNING MORE THAN ONE PROPERTY OR VEHICLE MUST FILE A SEPARATE FORM FOR EACH
ACCOUNT APPEALED. PLEASE TYPE OR PRINT.**

***** NOTICE OF APPEAL HEARING DATE, TIME AND PLACE *****

DAY: _____ DATE: MARCH ____ 2006 TIME: _____

LOCATION OF HEARING is to be held in the Assessor's Office, 155 Deer Hill Ave, 2nd Fl.

DATE:

TO WHOM IT MAY CONCERN:

I, _____ being the legal owner of property located at: _____

hereby authorize _____ to act as my agent in all matters before the

Board of Assessment Appeals of the City of Danbury for the assessment year commencing October 1, 2005 List.

(Signed) _____ Date _____

IMPORTANT: Attach additional information, if applicable.

COMPLETED FORMS MUST BE RETURNED TO:

Board of Assessment Appeals
C/O Assessor's Office
155 Deer Hill Ave
Danbury, CT 06810-7769

DATE AND TIME APPEAL RECEIVED

ASSESSOR'S OFFICE